

# Using the SMART Table Toolkit



## Introduction

This hands-on practice provides a structured exercise to help you familiarize yourself with opening, navigating, making changes and saving changes in the SMART Table Toolkit, and then applying the customizations to your SMART Table.

To be successful with this hands-on practice ensure that you've read all of the available free materials on the SMART Table.

You'll need to have Microsoft® Word software and the SMART Table Toolkit installed on your computer. For information on installing the SMART Table Toolkit, please refer to the [SMART Table 230i User's Guide](#). You'll also need to download and save the following files to your desktop:

- [Earth.doc](#)
- [Solar System.jpg](#)

In this Hands-on Practice you'll do the following:

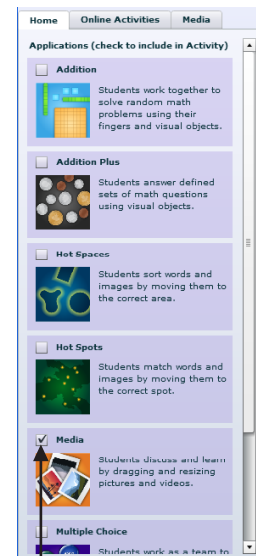
- Start the SMART Table Toolkit
- Navigate to different activity tabs
- Customize activities
- Save the customizations to a SMART Table activity file (.tableContent)
- Apply the customizations to the activities on the SMART Table

## Customizing activities in the SMART Table Toolkit

You can use the SMART Table Toolkit to customize activities and save the changes to a SMART Table activity file (.tableContent) on a USB storage device. You can apply the customizations to the SMART Table activities by syncing the USB storage device with the SMART Table. The first time you use the SMART Table Toolkit, refer to the document *Working with the SMART Table Toolkit* for information on how to open the SMART Table Toolkit.

### To customize an activity and save to a SMART Table activity file

1. Connect the USB storage device provided with your SMART Table to your computer
2. Open the SMART Table Toolkit
3. In the Home tab side panel, select the **Media** checkbox. A corresponding tab and an application button appears.
4. Click the **Media** tab
5. Import *Solar System.jpg* from the desktop as the background image
6. Open *Earth.doc* and copy the image to the clipboard
7. Click **Paste** to paste the image into the Media tab

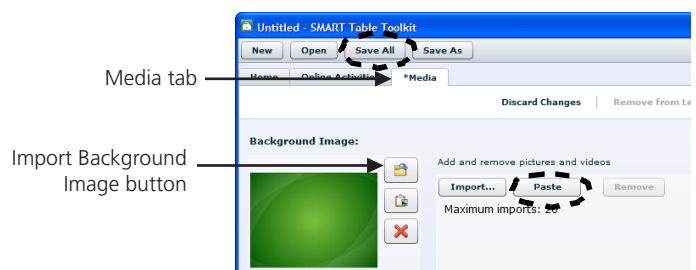


Checkbox

NOTE: Notice that an asterisk appears next to the Media tab label, indicating that there are unsaved changes to this activity.




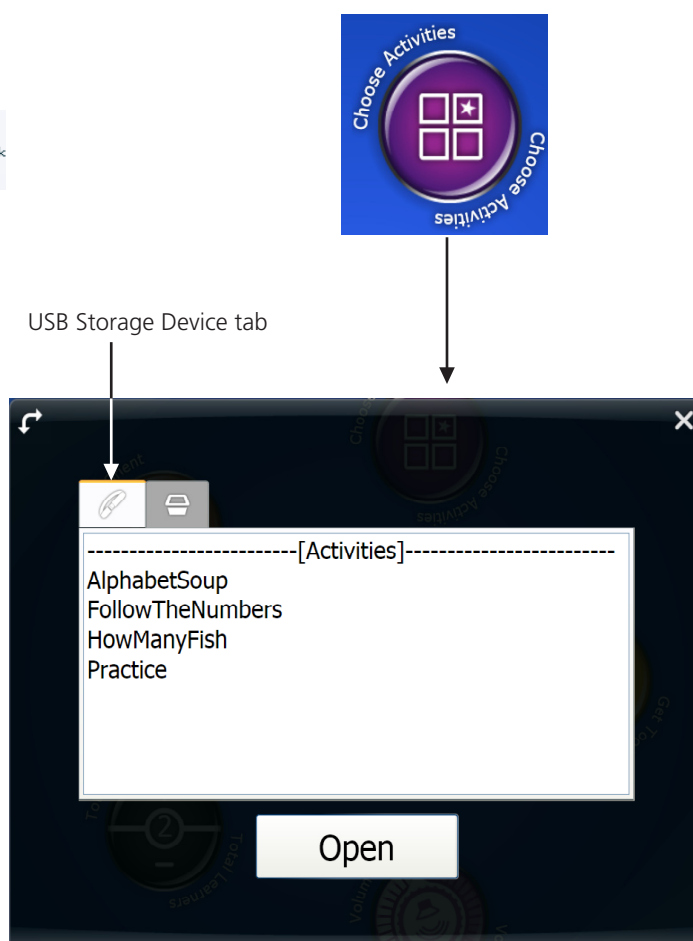
8. Click the **Save All** button at the top of the SMART Table Toolkit to save your customizations in a SMART Table activity file
9. Name the file *Practice.tableContent* and save it to the USB storage device



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## To discard changes and remove a custom activity from a SMART Table activity file

1. In the Home tab side panel, select the **Paint** checkbox.  
A Paint tab appears.
2. Click the **Paint** tab
3. Change the **Line thickness** to **Thick**.  
An asterisk appears next to the Paint tab label, indicating there is an unsaved change to the activity.
4. Discard the changes to the Paint tab. The asterisk next to the Paint tab label disappears.
5. Select the **Use ink effect** option
6. Click the **Save All** button. The Home tab turns green, indicating that aspects of the file have been customized and saved.
7. Click **Remove from Lesson** to remove the Paint activity entirely
8. Close the SMART Table Toolkit



## Applying your customizations to the SMART Table

Now that you have customized the Media activity in the SMART Table Toolkit and saved your changes to a SMART Table activity file, you can apply your changes to the SMART Table.

1. Disconnect the USB storage device from your computer
2. Turn on your SMART Table by following the instructions in the [SMART Table 230i User's Guide](#)
3. Once you see the SMART Table activities menu, connect the USB storage device to your SMART Table. The table switches from the default **Student** mode to **Teacher** mode.
4. Press **Choose Activities**
5. Press the **USB Storage Device** tab. A list of all .tableContent files on the USB storage device appears.

TIP: Press  to rotate the list 180 degrees.

6. Select *Practice* from the list, and then press **Open**
7. Press **OK** to confirm and disconnect the USB storage device. The table switches from **Teacher** mode to **Student** mode.
8. Start the **Media** activity to verify the new customizations

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